

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A game device comprising:

priority input device information acquisition means for acquiring priority input device information;

input criteria display means for displaying input criteria, wherein when the priority input device information acquired by the priority input device information acquisition means indicates that a character input device is selected, a character input criteria is displayed as the input criteria and when the priority input device information acquired by the priority input device information acquisition means indicates that a speech input device is selected, the character input criteria is displayed as the input criteria when a predetermined characteristics of the character input criteria is not provided, and a speech input criteria is displayed as the input criteria corresponding to the character input criteria in regard to the predetermined characteristics of character input criteria when the predetermined characteristics of the character input criteria is provided;

character input processing means which, ~~when the priority input device information acquired by the priority input device information acquisition means represents a character input device, displays character input criteria as input criteria, determines whether or not that user~~

input through the character input device corresponds to the input criteria displayed by the input criteria display means, and controls a game on the a basis of the determination result; and

speech input processing means which, ~~when the priority input device information acquired by the priority input device information acquisition means represents a speech input device, displays character input criteria as input criteria, and in regard to predetermined character input criteria, displays speech input criteria corresponding to the character input criteria as input criteria in regard to predetermined character input criteria, determines whether or not that user~~ input through the speech input device corresponds to speech recognition data corresponding to the input criteria displayed by the input criteria display means, and controls the game on the a basis of the determination result.

2. (currently amended): A game device comprising:

basic string storage means for storing a plurality of basic strings;

substitute string storage means for storing a substitute string ~~in a manner~~ corresponding to each of at least ~~some one~~ one of the plurality of basic strings stored in the basic string storage means;

speech recognition data storage means which,

~~in regard to basic strings to which~~ when the substitute string corresponding to each of the at least one of the plurality of basic strings has not been stored ~~in a corresponding manner in the substitute string storage means, of the plurality of basic strings stored in the basic string~~

~~storage means, stores speech recognition data corresponding to the basic string in a manner~~
~~corresponding to each of those basic strings,~~

and ~~in regard to basic strings to which~~ when the substitute string corresponding to each
of the at least one of the plurality of basic strings has been stored ~~in a corresponding manner in~~
the substitute string storage means ~~of the plurality of basic strings stored in the basic string~~
~~storage means, stores speech recognition data corresponding to the substitute string in a manner~~
~~corresponding to each of those basic strings;~~

priority input device information acquisition means for acquiring priority input device
information;

input criteria display means which,

when the priority input device information acquired by the priority input device
information acquisition means ~~represents~~ indicates that a character input device is selected,
displays, as input criteria, the basic strings stored in the basic string storage means,

and when the priority input device information acquired by the priority input device
information acquisition means ~~represents~~ indicates that a speech input device is selected, in
regard to the basic strings to which the substitute string has not been stored in a corresponding
manner in the substitute string storage means of the plurality of basic strings stored in the basic
string storage means, displays ~~these~~ the basic strings as input criteria, and in regard to the basic
strings to which the substitute string has been stored in a corresponding manner in the substitute
string storage means of the plurality of basic strings stored in the basic string storage means,
displays ~~these~~ the substitute strings as input criteria;

determination means which,
when the priority input device information acquired by the priority input device information acquisition means ~~represents~~ indicates that the a-character input device is selected, determines whether or not the input thereof corresponds to the input criteria displayed by the input criteria display means,

and when the priority input device information acquired by the priority input device information acquisition means ~~represents~~ indicates that the a-speech input device is selected, determines whether or not the input thereof corresponds to the speech recognition data correlated with the input criteria displayed by the input criteria display means; and

control means for controlling the game on ~~the a~~ basis of the result of determination by the determination means.

3. (currently amended): The game device of claim 2, wherein
the input criteria display means displays, as the input criteria, the basic strings or the substitute strings in a font size according to the priority input device information acquired by the priority input device information acquisition means.

4. (original): The game device of claim 2 or 3, wherein
the control means comprises means for controlling the probability of predetermined game events on the basis of the priority input device information acquired by the priority input device information acquisition means.

5. (currently amended): A control method for a game device comprising:

~~a priority input device information acquisition step of acquiring priority input device information by a priority input device information acquisition unit;~~

displaying , on display means, input criteria, wherein when the priority input device information acquired by the priority input device information acquisition unit indicates that a character input device is selected, a character input criteria is displayed as the input criteria and when the priority input device information acquired by the priority input device information acquisition unit indicates that a speech input device is selected, the character input criteria is displayed as the input criteria when a predetermined characteristics of the character input criteria is not provided, and a speech input criteria is displayed as the input criteria corresponding to the character input criteria in regard to the predetermined characteristics of character input criteria when the predetermined characteristics of the character input criteria is provided;

~~a character input processing step which, determining whether or not user input through the character input device corresponds to the input criteria displayed on the display means when the priority input device information acquired in the priority input device information acquisition step represents a character input device, displays character input criteria as input criteria, determines whether or not that input corresponds to the input criteria, and controls and controlling a game on the a basis of the determination result; and~~

determining whether or not user input through the speech input device corresponds to speech recognition data corresponding to the input criteria displayed on the display means, and controlling the game on a basis of the determination result.

~~a speech input processing step which, when the priority input device information acquired in the priority input device information acquisition step represents a speech input device, displays character input criteria as input criteria, and in regard to predetermined character input criteria, displays speech input criteria corresponding to the character input criteria as input criteria, determines whether or not that input corresponds to speech recognition data corresponding to the input criteria, and controls the game on the basis of the determination result.~~

6. (currently amended): A program distribution device comprising an information storage medium in which is recorded the program for having a computer function as a game device, wherein the program distribution device reads the program from the information storage medium, and distributes the program, the program ~~A computer program embodied on a computer readable medium, for having a computer function as a game device comprising instruction for causing a computer to:~~

~~priority input device information acquisition means for acquiring~~ acquire priority input device information by priority input device information acquisition means;

display, on display means, input criteria, wherein when the priority input device information acquired by the priority input device information acquisition means indicates that a character input device is selected, a character input criteria is displayed as the input criteria and when the priority input device information acquired by the priority input device information acquisition means indicates that a speech input device is selected, the character input criteria is displayed as the input criteria when a predetermined characteristics of the character input criteria

is not provided and a speech input criteria is displayed as the input criteria corresponding to the character input criteria in regard to the predetermined characteristics of character input criteria when the predetermined characteristics of the character input criteria is provided;

~~character input processing means which, when the priority input device information acquired by the priority input device information acquisition means represents a character input device, displays character input criteria as input criteria, determines~~ determine whether or not ~~that user input through the character input device corresponds to the input criteria displayed on the display means, and controls~~ control a game on the a basis of the determination result; and

~~speech input processing means which, when the priority input device information acquired by the priority input device information acquisition means represents a speech input device, displays character input criteria as input criteria, and in regard to predetermined character input criteria, displays speech input criteria corresponding to the character input criteria as input criteria, determines~~ determine whether or not ~~that user input through the speech input device corresponds to speech recognition data corresponding to the input criteria displayed on the display means, and controls~~ control the game on the a basis of the determination result.

7. (currently amended): A game device comprising:

means for acquiring priority input device information;

means for displaying input criteria of which at least ~~some one of the input criteria is~~ are different between when the priority input device information ~~represents~~ indicates that a character

input device is selected and when the priority input device information ~~represents~~ indicates that
a speech input device is selected;

means for determining, when the priority input device information ~~represents a~~ indicates
that the character input device is selected and when the priority input device information
~~represents~~ indicates that the a speech input device is selected, whether or not the input thereof
corresponds to the different input criteria; and

means for controlling a game on ~~the a~~ basis of the determination result.

8. (currently amended): A control method for a game device comprising:

~~a step of~~ acquiring priority input device information;

~~a step of~~ displaying, on display means, input criteria of which at least ~~some are one of~~
the input criteria is different between when the priority input device information ~~represents~~
indicates that a character input device is selected and when the priority input device information
~~represents~~ indicates that a speech input device is selected;

~~a step of~~ determining, when the priority input device information ~~represents~~ indicates
that a character input device is selected and when the priority input device information ~~represents~~
indicates that a speech input device is selected, whether or not the input thereof corresponds to
the different input criteria; and

~~a step of~~ controlling a game on ~~the a~~ basis of the determination result.

9. (currently amended): A program distribution device comprising an information storage medium in which is recorded the program for having a computer function as a game device, wherein the program distribution device reads the program from the information storage medium, and distributes the program, the program ~~A program for having a computer function as a game device~~ comprising:

~~means for~~ acquiring priority input device information;

~~means for~~ displaying input criteria of which at least ~~some are~~ one of the input criteria is different between when the priority input device information ~~represents~~ indicates that a character input device is selected and when the priority input device information ~~represents~~ indicates that a speech input device is selected;

~~means for~~ determining, when the priority input device information ~~represents~~ indicates that the a character input device is selected and when the priority input device information ~~represents~~ indicates that a speech input device is selected, whether or not the input thereof corresponds to the different input criteria; and

~~means for~~ controlling a game on ~~the~~ a basis of the determination result.

10. The game device ~~of~~ as in any one of claims 1 to 4-1-3, or 7, wherein the game device is connectable to a character input device and a speech input device.

11.(canceled).

12. (currently amended): A computer-readable information storage medium in which is stored a program for having a computer to function as a game device comprising:

~~priority input device information acquisition means for acquiring priority input device information by a priority input device information acquisition unit;~~

~~displaying, on a display means, input criteria, wherein when the priority input device information acquired by the priority input device information acquisition unit indicates that a character input device is selected, a character input criteria is displayed as the input criteria and when the priority input device information acquired by the priority input device information acquisition unit indicates that a speech input device is selected, the character input criteria is displayed as the input criteria when a predetermined characteristics of the character input criteria is not provided and a speech input criteria is displayed as the input criteria corresponding to the character input criteria in regard to the predetermined characteristics of character input criteria when the predetermined characteristics of the character input criteria is provided;~~

~~character input processing means which, when the priority input device information acquired by the priority input device information acquisition means represents a character input device, displays character input criteria as input criteria, determinesdetermining whether or not that user input through the character input device corresponds to the input criteria displayed on the display means, and controlscontrolling a game on the a basis of the determination result; and~~

~~speech input processing means which, when the priority input device information acquired by the priority input device information acquisition means represents a speech input device, displays character input criteria as input criteria, and in regard to predetermined character~~

~~input criteria, displays speech input criteria corresponding to the character input criteria as input~~
~~criteria, determines~~ determining whether or not ~~that user input through the speech input device~~
corresponds to speech recognition data corresponding to the input criteria displayed on the
display means, and ~~controls~~ controlling the game on ~~the~~ a basis of the determination result.

13. (currently amended): A computer-readable information storage medium in which is
stored a program for having a computer to function as a game device comprising:

~~means for~~ acquiring priority input device information;

~~means for~~ displaying input criteria of which at least ~~some are~~ one of the input criteria is
different between when the priority input device information ~~represents~~ indicates that a character
input device is selected and when the priority input device information ~~represents~~ indicates that a
speech input device is selected;

~~means for~~ determining, when the priority input device information ~~represents~~ indicates
that the ~~a~~ character input device is selected and when the priority input device information
~~represents~~ indicates that ~~a~~ the speech input device is selected, whether or not the input thereof
corresponds to the different input criteria; and

~~means for~~ controlling a game on ~~the~~ a basis of the determination result.

14. (new): The game device of claim 4, wherein

the game device is connectable to a character input device and a speech input
device.